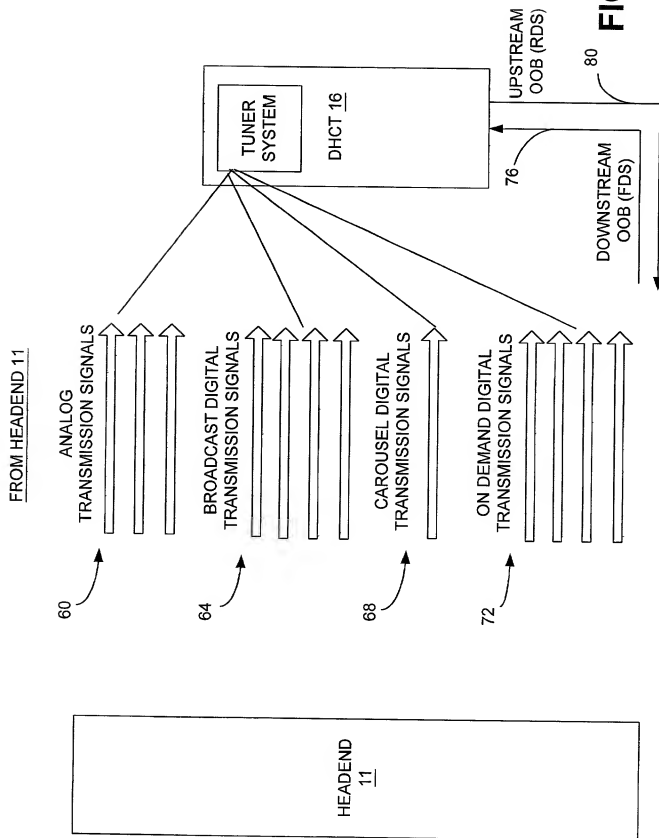


FIG. 1A

**FIG. 1B**



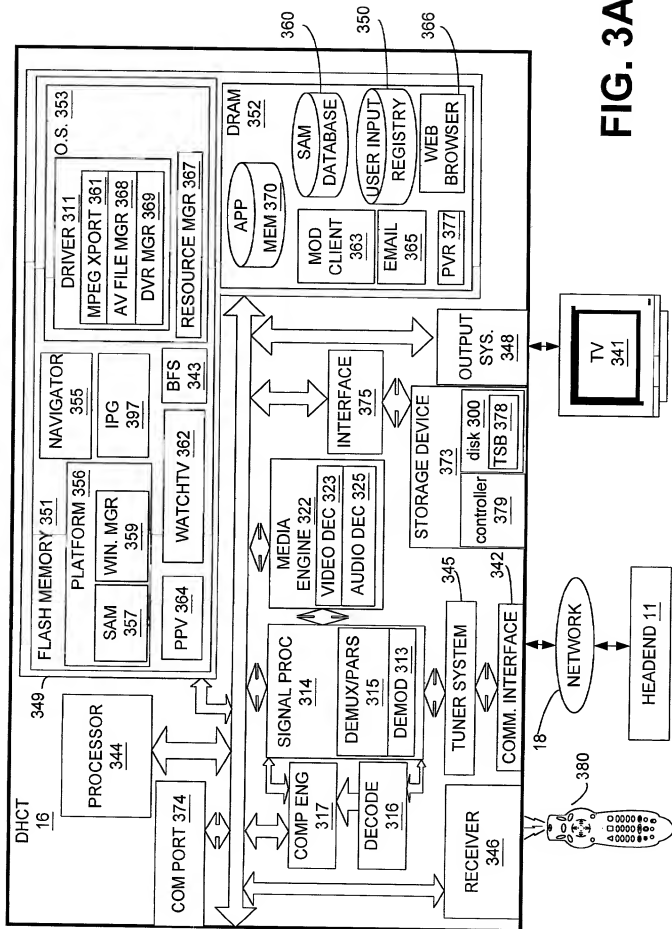
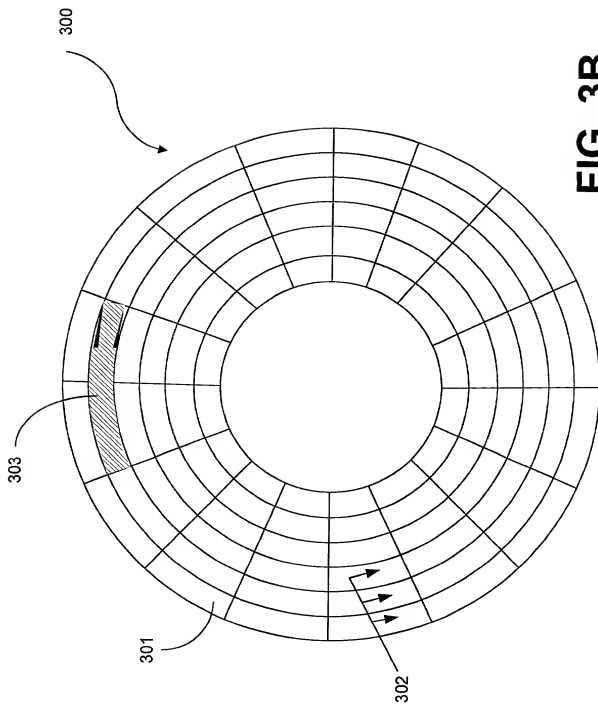


FIG. 3A

**FIG. 3B**

```

struct ProgramInfo
{
    410 char *filename;
    415 bool recorded; /* 0 = do not permanently record */
    420 int handle; /* file handle, 0 = file closed */
    425 char *guideData; /* program description, title, times */
    430 time startTime; /* actual record start time */
    435 time stopTime; /* actual record stop time */
    440 int startNPT; /* start NPT for the media content instance */
    445 int stopNPT; /* stop NPT for the media content instance */
    450 int tsbHandle /* handle for associated TSB */
    455 int tsbStartNPT; /* start NPT for associated TSB */
    int tsbStopNPT; /* stop NPT for associated TSB */
    /* additional data */
};

```

FIG. 4A

```

struct TSBprogramInfo
{
    460  int    handle;    /* file handle, 0 = file closed */
    465  List  programs; /* list of ProgramInfo */
    470  int    startNPT; /* start NPT for the TSB */
    475  int    recNPT;  /* current record NPT for the TSB */
    /* additional data */
};

```

FIG. 4B

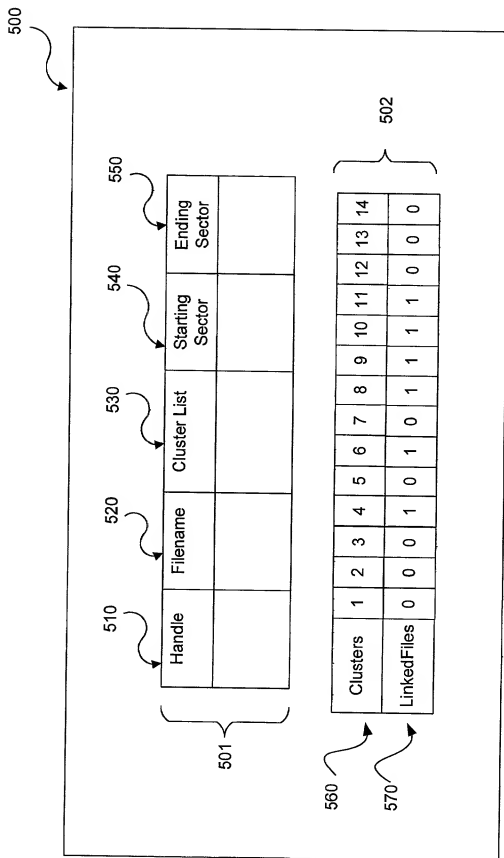


FIG. 5A



FIG. 5B is a block diagram of a file system structure 500. The structure 500 includes a file entry 510, a file name 520, a cluster list 530, a starting sector 540, and an ending sector 550. The file entry 510 is a table with columns for Handle, Filename, Cluster List, Starting Sector, and Ending Sector. The file name 520 is a table with columns for Clusters and Linked Files. The cluster list 530 is a table with columns for Clusters and Linked Files. The starting sector 540 is a table with columns for Clusters and Linked Files. The ending sector 550 is a table with columns for Clusters and Linked Files.

500

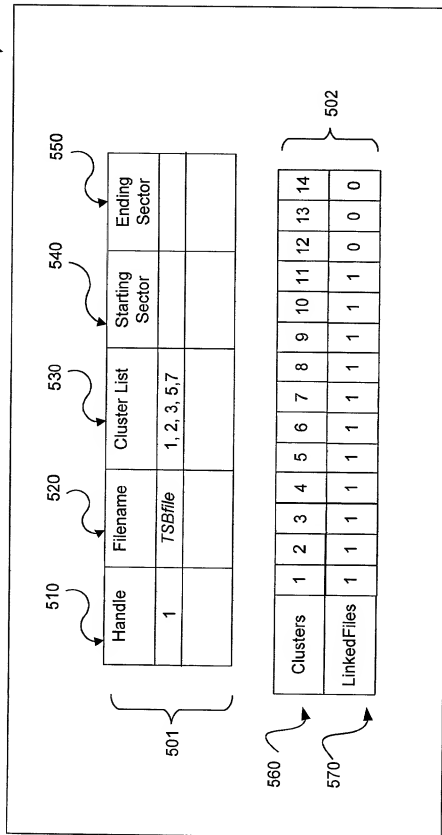


FIG. 5B

500

10/35

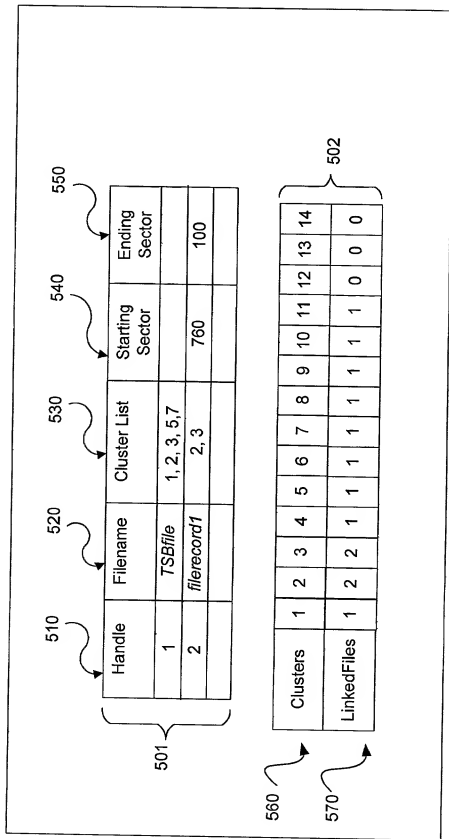


FIG. 5C

500

11/35

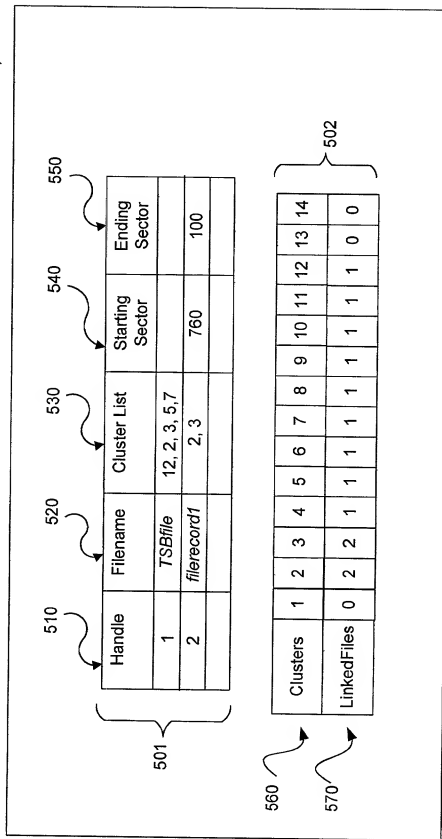


FIG. 5D

500

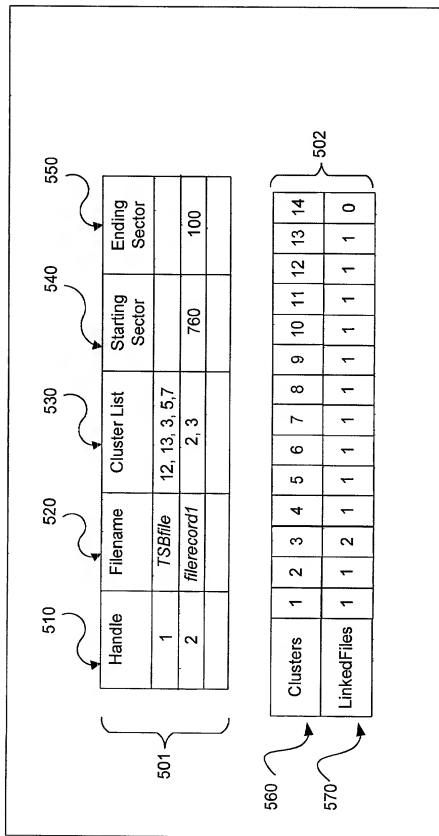


FIG. 5E

500

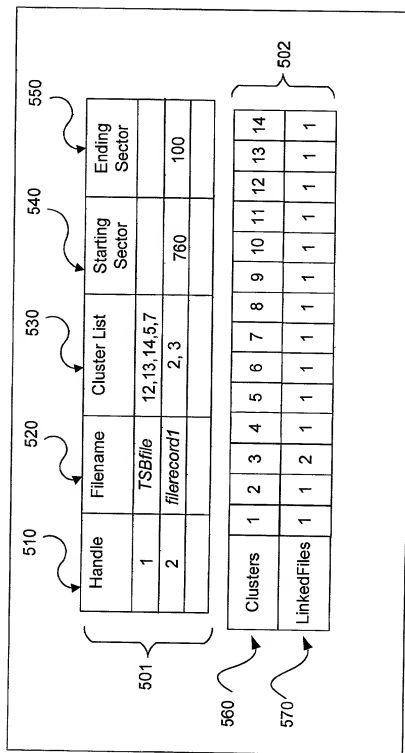


FIG. 5F

```

struct clusterInfo    /* cluster entry data in FAT */
{
    short numLinkedFiles;    /* number of linked files */
    /* additional data */
}

```

**FIG. 6A**

```

struct RecordedFileInfo
{
    ClusterList clusterList; /* ordered list of clusters */
    unsigned startingSector;
    unsigned endingSector;
    /* additional data */
}

```

**FIG. 6B**

```

struct TSFileInfo
{
    ClusterList clusterList; /* ordered list of clusters
    /* additional data */
}

```

**FIG. 6C**

```
void dvrnm_TimeShift(ui32 *handle, TV_ID tvId)
```

**FIG. 7A**

dvrnr\_record (ui32 \*handle, TV\_ID tvId, char \*filename, eDvr\_Quality quality)

**FIG. 7B**

dvrn\_TimeShiftRecord (ui32 \*handle, ui32 \*tsbHandle, char \*filename, i32 startNpt, i32 stopNpt)

**FIG. 7C**



**FIG. 8A**



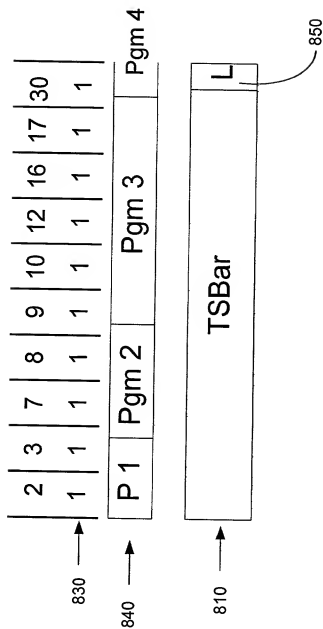
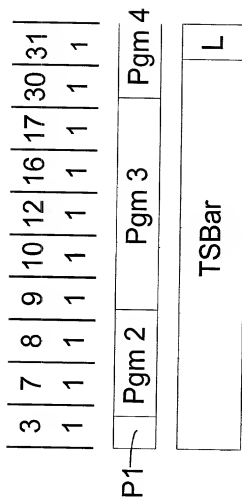


FIG. 8B



**FIG. 8C**



3	7	8	9	10	12	16	17	30	31	34
1	2	2	2	1	1	1	1	1	1	1
Pgm 2			Pgm 3					Pgm 4		
TSBar										
										L

FIG. 9B

3	7	8	9	10	12	16	17	30	31	34	35
1	1	2	2	1	1	1	1	1	1	1	1

Pgm 2	Pgm 3	Pgm 4
-------	-------	-------

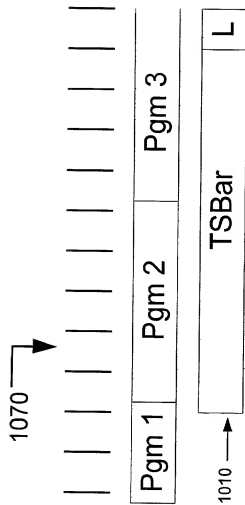
TSBar	L
-------	---

3	7	8	9	10	12	16	17	30	31	34	35	36
1	1	1	2	1	1	1	1	1	1	1	1	1
Pgm 2				Pgm 3				Pgm 4				
TSBar												
L												

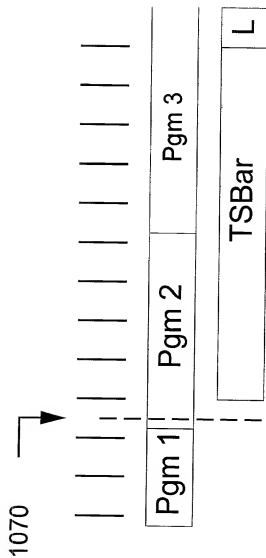
FIG. 9D

3	7	8	9	10	12	16	17	30	31	34	35	36	37
1	1	1	1	1	1	1	1	1	1	1	1	1	1
Pgm 2				Pgm 3				Pgm 4				Pgm 5	
TSBar													
L													

FIG. 9E

**FIG. 10A**



**FIG. 10B**

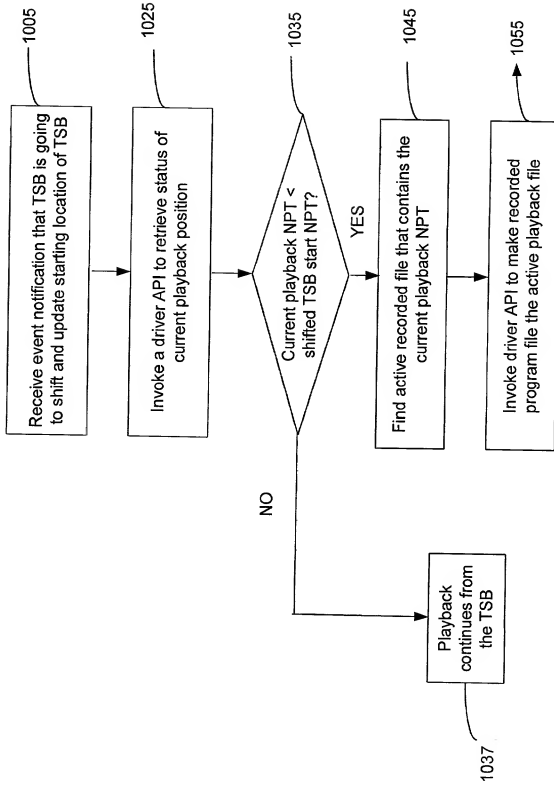


FIG. 10C

dvrn\_Status (ui32 handle, \*i32 npt, sDvr\_Scale \*scale, ui32 \*mode)

**FIG. 10D**

void dvrn ConvertPlay (ui32 tsbHandle, ui32 handle)

**FIG. 10E**

3	7	8	9	10	12	16	17	30	31	34	35	36
1	1	1	3	2	2	2	2	2	1	1	1	1

Pgm 2	Pgm 3	Pgm 4
-------	-------	-------

TSBar	L
-------	---

**FIG. 11A**

3	7	8	9	10	12	16	17	30	31	34	35	36	37
1	1	1	2	2	2	2	2	1	1	1	1	1	1
Pgm 2				Pgm 3				Pgm 4				Pgm 5	
TSBar													
L													

FIG. 11B

**FIG. 11C**

**FIG. 11C**



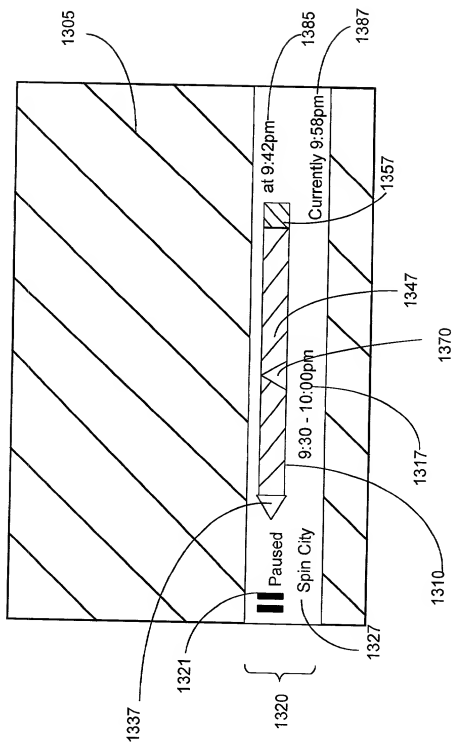


FIG. 13A



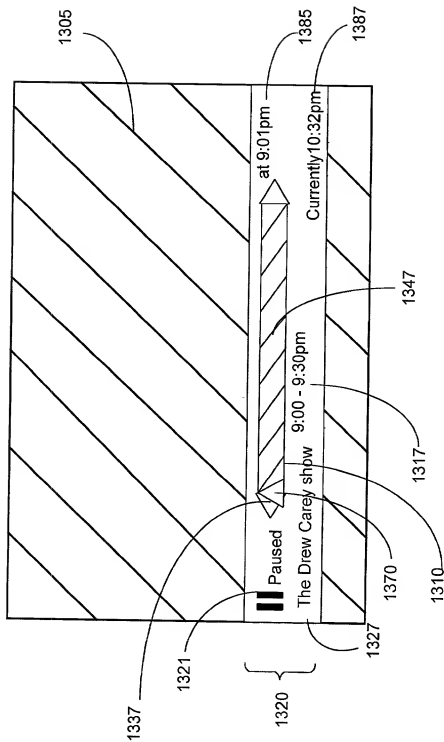


FIG. 13B

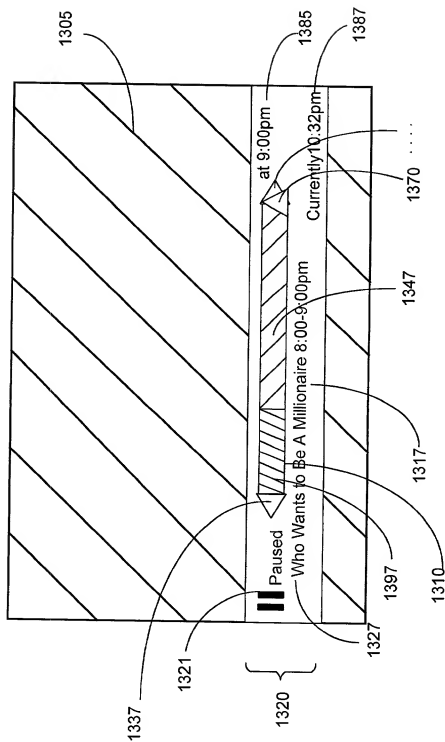
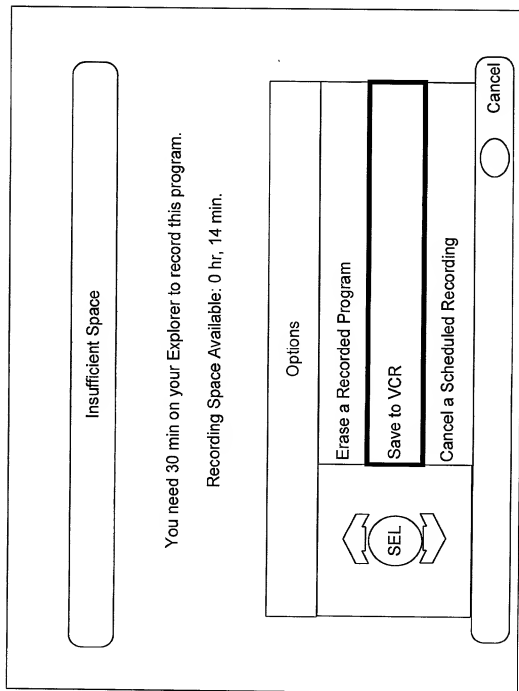


FIG. 13C

1400



**FIG. 14**